Computer in Health/Medical Education

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Outlines

Reality of Healthcare

Healthcare Education

Theories of Learning



Reality of Healthcare

- Multidisciplinary team
- -Constant learning
- Information Rich Environment
- Provide high quality care



Healthcare Education

- 1. Problem-based learning, Case-based learning
- 2. Content
- Physiological processes
- Procedures, Effects of Intervention
- Soft skills (interpersonal skills, leadership ethics)
- Information & Communication
 Technology(ICT) skills (basic Office, library database, smart phone Apps)



Healthcare Education

- 3. Teaching Strategies
- One-way lecture based
- Two-way interactive (Computer-based, e-learning)
- Online
- 4. Assessment Methods
- Multiple choice Questions (Midterm, Final)
- Short answers
- Assignment
- Project
- Presentation



Theories of Learning

Behaviorism

- -How one learn by looking at the observable behaviour
- -Based on stimuli and responses
- -Not all process of learning can be measured (such as understanding, reasoning)

Cognitive Science

- the process of learning is based on thinking
- Mind is information processing system
- -Learning is permanent change in cognition
- -brain is no longer black box, it is a dynamic system



Theories of Learning

Constructivism

- learning process through interaction
- -problem-based learning (PBL)
- arriving to solution given the knowledge available

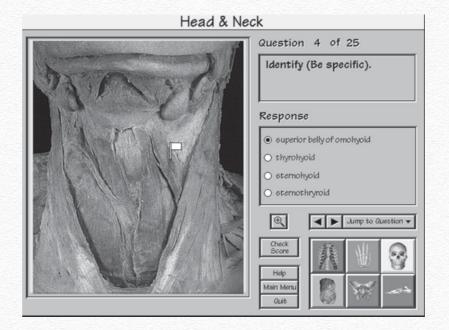


- Student needs references to <u>facts</u> and <u>knowledge</u>
- Must know how to apply to form diagnostic hypothesis & plan therapies
- Computer is used for a wide range of learning methods- from drilling students to allowing student to explore a body of material



Drill and Practice

- · Present material to students
- Answer MCQ
- Repeat till mastery
- Move to the next material

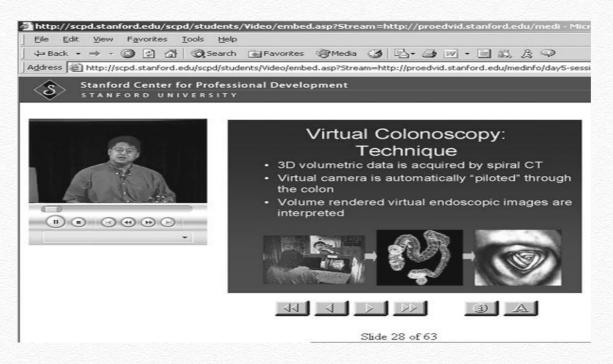


Advantages: Student can learn factual material Allow everyone to learn on their own pace without needing one to one guidance



Digital Lecture

- Recorded and broadcast to students
- Podcast, Webinars
- Other media: Youtube, Slideshare
- Open Courseware by MIT (2001) can be shared across partner universities





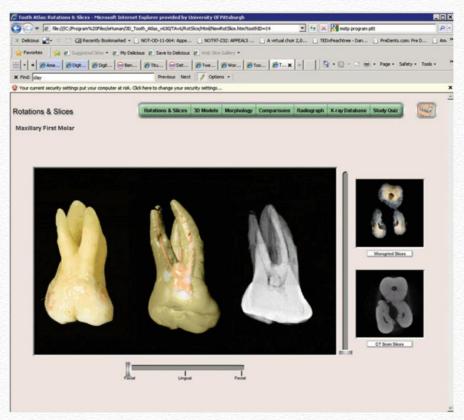
 Exploration: students have the freedom to explore without guidance and interruptions

Brain structure- explore the images, observing the location, size of structure change

- Advantage: Encouraged selfdiscovery and experimentation
- Disadvantage- Without guidance, students may be lost (do not meet learning objectives) and wasting time



Exploration



- Tooth Atlas
- Exploring dental anatomy
- 3D model and radiographs



problem- based learning

- Process of arriving at a solution through accessing and using a body of knowledge.
- The computer presents the learner with a story that includes a problem.
- The learner may be required to investigate the situation.





Simulation



Surgical Simulation

CAE Healthcare revolutionizing medical education





- Simulation
 - Engage and actively involved in decision making
 - Interaction between a student and a simulated patient
 - Approximate the real-world experience of patient care
 - Put attention to subject being presented
 - Simulation can be static vs dynamic
 - Static- predefined problems and clinical outcomes
 - Dynamic- simulate changes as students are interacting; make students understand their actions and clinical outcomes
 - Effective learning using constructive approach to learning



- Simulation
 - Immersive simulated environments







Reference

Shortliffe, E. H., & Cimino, J. J. (2014). Biomedical Informatics: Computer applications in health care and biomedicine, Springer

